

# Boardwalk Casino

## FOR AMUSEMENT ONLY:

The operation of these games and the features therein may be subject to various state and local laws and regulations. It is not intended herein to solicit the sale of such games in any jurisdiction wherein the same may not be lawfully sold or operated.

## OPERATOR INFORMATION

### W A R N I N G

#### F.C.C. REGULATION COMPLIANCE

This conversion kit must be installed according to the following instructions for F.C.C. regulation compliance.

This is required to avoid radio frequency radiation and to comply with the limits for a Class "A" computing device pursuant to Subpart "J" of Part 15 of F.C.C. Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

The operation of this equipment in a residential area is likely to cause interference - in which case the user will be required to take whatever measures are necessary to correct the interference at his own expense.

#### Instructions for F.C.C. Compliance

For F.C.C. compliance, mount the satellite board inside a well-grounded cage with the main logic board. Run the wires from the filter board through the enclosed ferrite torroids to suppress radiated emissions.

If your game is an older model not having a cage or filter board, these should be obtained from the game manufacturer.

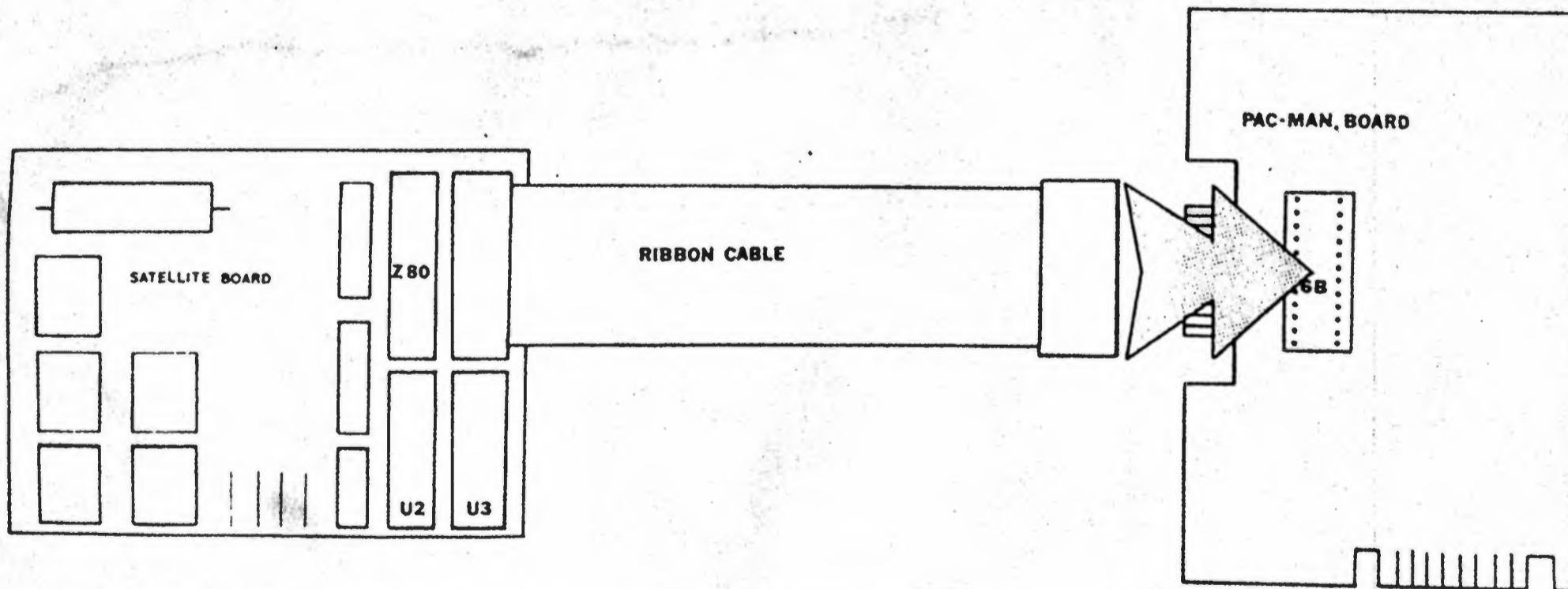
## CAUTION

This kit should be installed by a qualified technician. All safety precautions as recommended by the original game manufacturer should be carefully adhered to.

### Instructions For "BOARDWALK CASINO" Conversion

#### UPRIGHT VERSION

1. Check the contents of the box containing the "BOARDWALK CASINO" satellite board. A label with a contents list has been placed on the box to aid in this check.
2. Remove the PAC-MAN® PROMs at locations 4A and 7F and replace with the corresponding "BOARDWALK CASINO" PROMs. Also, remove the PAC-MAN character PROM at location 5E and replace with the EPROM included in the package. PROM 5F is not accessed and may be left in place.
3. The satellite board has been shipped to you with both ends of the ribbon cable plugged in. Carefully unplug the end of the cable nearest the center of the board so that the assembly appears as follows:



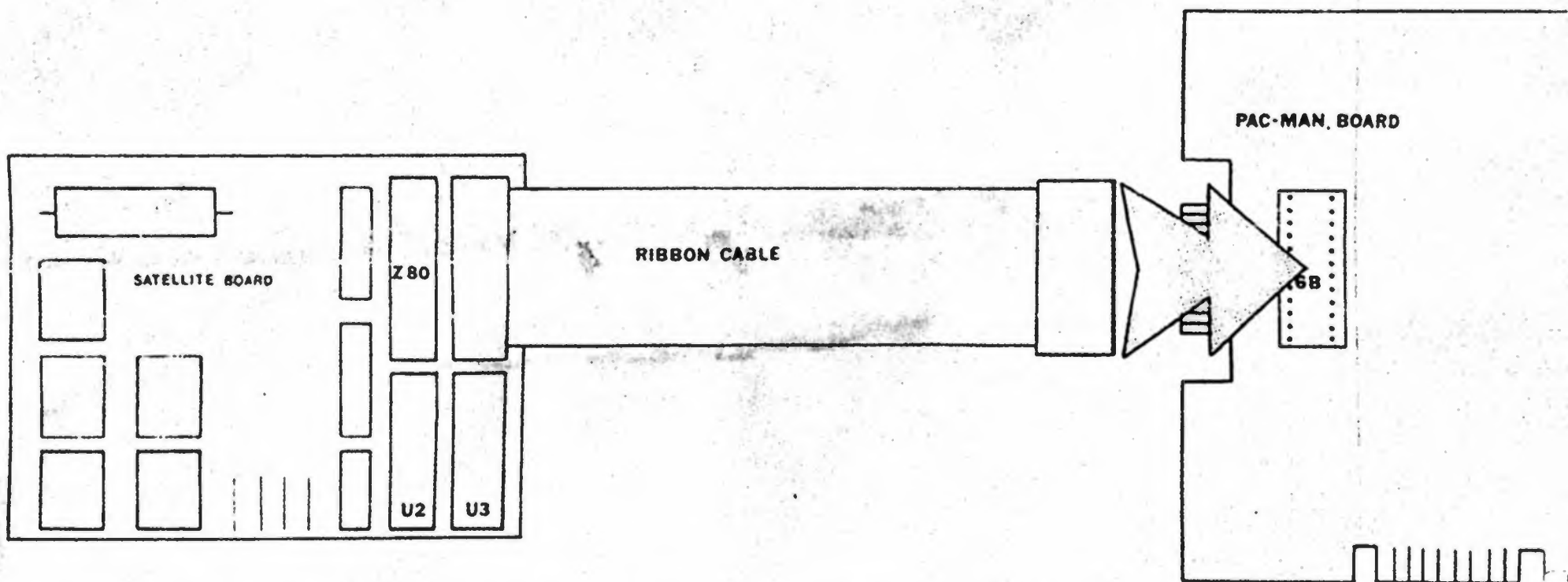
4. Carefully remove the Z80A microprocessor (6B) from the PAC-MAN® board and plug it into the satellite board in the empty socket location.
5. Next, plug the ribbon cable connector into the socket on the side of the PAC-MAN® board located at 6B. See above figure for proper orientation.

6. No PAC-MAN® software is used by this conversion; the remaining EPROMs (6E, 6K, 6F, 6M, 6H, 6N, 6J, 6P) may be removed or left on the board for storage, since they are not accessed and do not interface with "BOARDWALK CASINO".
7. For F.C.C. compliance, mount the satellite board and main logic board assembly inside the R.F. cage. Make sure the R.F. cage is well grounded. Securely fasten the satellite board inside the cage; do not let it dangle.
8. Remove the old marquee and bezel and the old PAC-MAN® control panel. Repair any damage to the cabinet or metal framework.
9. The manufacturer strongly recommends that you paint your old cabinet. It is essential that you cover all PAC-MAN® and Midway decals. We have provided exciting new graphics so that when freshly painted, your old game will look brand new and will be easily recognized as the exciting new game "BOARDWALK CASINO".
10. The control panel supplied with the kit may now be installed. To do so, simply replace the PAC-MAN® control panel with the "BOARDWALK CASINO" control panel. Be sure to plug in the control panel connector. The Table input (pin R on the edgeconnector) should not be connected to ground. Finally, apply the new marquee and bezel.

# Instructions For "BOARDWALK CASINO" Conversion

## COCKTAIL VERSION

1. Check the contents of the box containing the "BOARDWALK CASINO" satellite board. A label with a contents list has been placed on the box to aid in this check.
2. Remove the PAC-MAN® PROMs at locations 4A and 7F and replace with the corresponding "BOARDWALK CASINO" PROMs. Also, remove the PAC-MAN® character PROM at location 5E and replace with the EPROM included in the package. PROM 5F is not accessed and may be left in place.
3. The satellite board has been shipped to you with both ends of the ribbon cable plugged in. Carefully unplug the end of the cable nearest the center of the board so that the assembly appears as follows:



4. Carefully remove the Z80A microprocessor (6B) from the PAC-MAN® board and plug it into the satellite board in the empty socket location.
5. Next, plug the ribbon cable connector into the socket on the side of the PAC-MAN® board located at 6B. See above figure for proper orientation.
6. No PAC-MAN® software is used by this conversion; the remaining EPROMs (6E, 6K, 6F, 6M, 6H, 6N, 6J, 6P) may be removed or left on the board for storage, since they are not accessed and do not interface with "BOARDWALK CASINO".
7. For F.C.C. compliance, mount the satellite board and main logic board assembly inside the R.F. cage. Make sure the R.F. cage is well grounded. Securely fasten the satellite board inside the cage; do not let it dangle.



## PLAYER TWO CONTROL PANEL

### BUTTON

# 1  
# 2  
# 3  
# 4  
# 5  
# 6

### WIRE TO

Player 2 Up  
Player 2 Left  
Player 2 Right  
Player 2 Down  
Test Switch (Pin K on edgec  
Credit Switch (Pin 9 on edgec

Make sure the Table input (pin R on the edgeconnector) is connected to ground.

13. Apply the new cover glass underlay and trim to size. Remount the cover glass.

## Dip Switch Assignments

<u>Switch #</u>	<u>Description</u>
1	ATTRACT MODE SOUND
2	# OF HANDS PER CREDIT
3	# OF HANDS PER CREDIT
4	# OF HANDS PER CREDIT
5	# OF HANDS PER CREDIT
6	NOT USED
7	DIAGNOSTICS
8	HARDWARE FREEZE FRAME

<u>SW #5</u>	<u>SW #4</u>	<u>SW #3</u>	<u>SW #2</u>	
OFF	OFF	OFF	OFF	3 HANDS/CREDIT
OFF	OFF	OFF	ON	4 HANDS/CREDIT
OFF	OFF	ON	OFF	5 HANDS/CREDIT
OFF	OFF	ON	ON	6 HANDS/CREDIT
OFF	ON	OFF	OFF	7 HANDS/CREDIT
OFF	ON	OFF	ON	8 HANDS/CREDIT
OFF	ON	ON	OFF	9 HANDS/CREDIT
OFF	ON	ON	ON	10 HANDS/CREDIT
ON	OFF	OFF	OFF	11 HANDS/CREDIT
ON	OFF	OFF	ON	12 HANDS/CREDIT
ON	OFF	ON	OFF	13 HANDS/CREDIT
ON	OFF	ON	ON	14 HANDS/CREDIT
ON	ON	OFF	OFF	15 HANDS/CREDIT
ON	ON	OFF	ON	16 HANDS/CREDIT
ON	ON	ON	OFF	17 HANDS/CREDIT
ON	ON	ON	ON	18 HANDS/CREDIT

## BOARDWALK CASINO Diagnostics

In order to aid the operator in setting up "BOARDWALK CASINO", adjusting the monitor, and quickly locating and correcting problems, several comprehensive diagnostic routines were provided in "BOARDWALK CASINO" software. Flip dip switch number 1 on both cocktail models. As an additional convenience to the operator, the standard Test switch may be used for diagnostic routines on upright models. After activating the diagnostic switches, a menu will be displayed which directs the operator to use the player's controls to select the various routines. The options are:

1. Current Settings
2. Static RAM
3. EPROMs
4. Convergence
5. Sounds
6. Buttons
7. Exit

The above seven selections are described as follows:

1. **CURRENT SETTINGS** - Upon entering this routine, the status of Dip Switches 1 through 5 will be displayed along with a description of the function of each switch. Adjustable functions include the number of hands per credit and whether the attract mode sound is on or off. Additionally, "Upright" or "Table" is displayed, indicating which mode the game is in. Use this routine when checking the settings or use it as an aid in readjusting the settings.
2. **STATIC RAM** - This routine allows IC's 4K, 4L, 4M, 4N, 4P, and 4R on the main game board to be checked for faulty static RAM locations. Should an error be found, try reseating the "bad" chip. If an error still persists, replace the offending IC.
3. **EPROMS** - This selection performs a ROM checksum on U2 and U3 on the satellite board which point out data and program memory errors should they exist. Faulty EPROM's will be identified after execution of this routine and the checksums will be displayed. Try reseating the EPROM's before an EPROM failure is assumed. If an EPROM is replaced, replace it with one with the same code number as indicated on the EPROM label.
4. **CONVERGENCE** - This routine displays a convergence pattern which allows the operator to align the color guns of the video game monitor.
5. **SOUNDS** - Each of the game sounds found in "BOARDWALK CASINO" may be initiated with this test.

6. **BUTTONS** - This routine tests the buttons. Each of the buttons displayed on the screen on the appropriate display is tested to indicate activation. Dirty contacts should be cleaned and used to assist in the test.

7. **EXIT** - This routine tests the hardware and initiates diagnostics and into the number seven must be off.

#### SERVICE INFORMATION

If this kit fails to operate properly, contact your local distributor or CARDINAL AMUSEMENT PRODUCTS' service department at 1-800-421-0667. In Alabama call 826-7056. Our service staff will address your problem quickly and courteously.

CARDINAL AMUSEMENT PRODUCTS  
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AUBURN, AL 36830

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